

# KITSUNE

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## *PLAYER RACE*

*This document details the kitsune, a player race designed for any campaign and compatible with the character creation rules in the Player's Handbook.*

*by MARSHALL MILLER*



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# KITSUNE

WHEN A STRANGER COMES TO YOUR HOUSE AT NIGHT AND KNOCKS, THERE IS A PECULIAR MUFFLED SOUND ABOUT THE KNOCKING BY WHICH YOU CAN TELL THAT THE VISITOR IS A KITSUNE - IF YOU HAVE EXPERIENCED EARS. FOR A KITSUNE KNOCKS AT DOORS WITH ITS TAIL. IF YOU OPEN, THEN YOU WILL SEE A MAN, OR PERHAPS A BEAUTIFUL GIRL, WHO WILL TALK TO YOU ONLY IN FRAGMENTS OF WORDS, BUT NEVERTHELESS IN SUCH A WAY THAT YOU CAN PERFECTLY WELL UNDERSTAND.

Delighting in all sorts of trickery, mischief, and general nosiness, those who know of the kitsune regard them as annoying, but usually harmless in their intentions. Most kitsune are fascinated with the adventurers they meet, often joining them in their travels to try and satisfy their inquisitive nature. Because of this spirit of curiosity they are wonderfully suited to the adventuring life. They are highly sought after as servants of powerful spirits and gods - usually as spies and messengers.

## SHAPESHIFTING FOXES

Adult kitsune have two forms. The first is their true form: the shape of a red-tailed fox. Unlike a normal fox, kitsune may possess multiple tails depending on their age and power. Up until adulthood a kitsune never has more than one tail. As they begin gaining in years and power, new tails will spontaneously appear. Once they've reached either the pinnacle of their power or their seven hundredth year in age, they will grow their ninth and final tail. Their fur will then turn white, silver, or gold unless they are *nogitsune* in which case it will turn black.

Most kitsune obtain their second form upon reaching 50-100 years of age. This form is human in appearance, with a narrow face with close-set eyes, thin eyebrows, high cheekbones, and amber, golden, or blue eyes. Their hair retains the same color as their fur. A young or undisciplined kitsune may have difficulty hiding their tails, ears, fur, eyes, teeth, or other fox-like traits when they take human form. Looking for these when the kitsune becomes drunk, agitated, or scared is a common method of discerning their true nature. A particularly devout individual may in some cases even be able to see through their disguise merely by perceiving them. Shadows may also reveal their nature as their shadow falling on water shows their true fox-like shape.

## SOCIALBLE PRANKSTERS

Kitsune are extremely outgoing and fascinated with other non-fey races - particularly humans. Among those races, they are usually attracted to groups of other outgoing creatures, finding a natural place among bards, spies, courtiers, and the occasional band of thieves. Although they are still naturally driven to be pranksters, kitsune rarely perform anything more than a harmless prank or trick, preferring not to drive away the company of those around them. Because of their social usefulness, these pranks are generally tolerated. This makes them welcome with many of the younger races, something that is unusual among the various trickster fey races.

## KITSUNE NAMES

A kitsune will have at least two names at any time. The first is their true fey name and can be used to command the kitsune to do anything. Willing giving over their true name is a symbol of absolute trust. Their second name is a poetic or literal name that describes one of their traits, professions, or simply a cultural name that the kitsune found amusing. Although it is not unheard of to change their name, they usually keep the first name they chose.

**Male Names:** Abe no Seimei, Akira, Koan, Jingoro, Gengoro, Genkuro, Hakuzo

**Female Names:** Tamamo-no-mae, Hua-yang, Kuzunoha, Sharmarali, Cori, Aoki, Kojoro

**Second Names:** Haiku, Kyoushi, Sakka, Ryou Shi, Tantei, Seiji Ka, Cadence, Blossom, Spirit

## KITSUNE TRAITS

**Ability Score Increase.** Your Charisma score increases by 2, and your Dexterity score increases by 1.

**Age.** Kitsune mature slowly, achieving adulthood at around 100 years and living up to 900.

**Alignment.** You adhere most strongly to a neutral to chaotic alignment, and generally tend towards good. Some rare few kitsune align with evil and become *nogitsune*, the "field foxes".

**Size.** In human form, kitsune usually range between 5 and 6 feet tall. In fox form, they are no differently sized than an average fox. The human form is Medium size and fox form is Tiny size.

**Speed.** Your human form base walking speed is 30 feet and your fox form is 40 feet.

**Darkvision.** As creatures of fey magic and trickery, kitsune can see in darkness as well as in light. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Languages.** You speak, read, and write Common and Sylvan.

**Kitsune Magic.** You know the *dancing lights* cantrip. Once you reach 3rd level, you can cast *charm person* once per long rest as a 2nd level spell. Once you reach 5th level, you can also cast *invisibility* on yourself once per long rest. You don't need material components for these spells. Charisma is your spellcasting ability for these spells.

**True Form.** You can transform between your true fox form and human form at will as an action. This ability functions as Wild Shape with the following exceptions:

- You may speak as normal and use Kitsune Magic while in your fox form.
- When you transform, you retain your existing hit points and damage instead of assuming the beast's hit points.
- If you are reduced to 0 hitpoints while in your fox form you remain in that form.



## Fox

*Tiny beast, unaligned*

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**Armor Class** 12

**Hit Points** 2 (1d4)

**Speed** 40ft

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STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

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**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

**Languages** –

**Challenge** 0 (10 XP)

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**Keen Smell.** The fox has advantage on Wisdom (Perception) checks that rely on smell.

## ACTIONS

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**Bite.** Melee Weapon Attack: +2 to hit, reach 5ft., one target.  
Hit: 2 (1d4) piercing damage.